# *CYBERTHON*
## *A 24-Hour Adventure In Virtual Reality*

### *Update On Presenters*
### *August 2, 1990*

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| Steve Arnold | Works in the games division of Lucas film. He is an excellent story teller. He has shown extreme interest in being involved with Cyberthon. I have an appointment with him Aug. 9 to establish his level of involvement. |
| Stephen Beck | Has offered to bring a demo and speak about virtual light. "Virtual light is defined as the sensation in the eyes of light, visual images, or other visual language elements produced directly, without the use of the actual light photons emitted from a . . . optical image element." His involvement is pending our approval. |
| Max Behensky | Is a close friend of Marg Minsky and the designer of Hard Drivin' which uses force feedback technology. Max will help us get one or two Hard Drivin' games for Cyberthon. He may speak with Marg in a forum style talk depending on his schedule which is still pending. |
| Merdith Bricken | Of Washington Technology Center is an excellent world builder and will be coming to Cyberthon. She plans on bringing several worlds that can interface with the VPL system. I have yet to make contact with Jaron to establish how this will work. |
| William Bricken | Of Human Interface Tech Lab is the primary scientist of the lab and a speaker. He is coming to Cyberthon and has mailed copies of abstracts from past talks for our consideration. |
| Louis M. Brill | Is the guest editor of Leonardo magazine. He will bring two holograms to Cyberthon. They are The Microscope and a holo-poem. These would be displayed in spaces that are used for other purposes, but would need careful planning of location to make them a vital part of the event. |
| Doug Carlston | Of Broderbund Software is confirmed in his participation, but the exact nature of his demo is still uncertain. |
| John Edelson | Is the Group Leader of the Visual Group at Silicon Graphics. He is very interested in helping us get machines to Cyberthon, but probably isn't the best person to help us get what we need. Would like to be considered a presenter by helping in this way (free ticket). |
| Randy Farmer | Of Amix Corp wants to bring a first person, interactive computer game to Cyberthon. He has a Japanese counterpart that is also interested in demo-ing. I will be seeing a demo in early Aug. to determine their involvement. |
| Scott Fisher | Is now working with Brenda Laurel on an arts-VR consulting firm. He no longer has access to the toys at NASA, but is interested in coming to Cyberthon. His level of involvement is still uncertain, based on the fact that he is in "start up" mode. |
| Scott Foster | Works with Beth Wenzel at NASA in the 3D sound project. He is coming to Cyberthon and bringing a demo. |
| Warren Franklin | Of Lucas Films interested in building a world in the pre-conference stage. He is Steve Arnold's boss and has referred me to Steve. After I talk to Steve I am to contact Warren with details. |

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| Tom Furness | Of Washington Tech Centers is coming to Cyberthon. He has set presentations that are supposed to be quite good. He is sending abstracts along with William Bricken. |
| Patrice Gelbrand | Of Sense8 will be coming and bring a demo of VR. |
| Eric Gullichsen | Also of Sense8 will be coming with a demo. |
| Chris Hardman | Of Antenna Theater is committed to bring something to the event. The exact nature of this has not yet been determined. |
| Kathelin Hoffman | Director of a touring theatre company, will be making a proposal for a piece she would like to bring to the event. She has developed a piece that specifically deals with VR, but it may not be practical to bring it to the conference. She is therefore working on some other options. |
| Dave Johnson | Of TiNi Alloy Corporation will be bringing several interesting proto types that use tactile feedback. He is working closely with SimGraphics and may demo in the same space. |
| Wendy Kellogg | Of IBM is an outstanding speaker and is confirmed to attend and present at Cyberthon. |
| Jaron Lanier | Of VPL is is committed to bring several demos to Cyberthon as well as "Meet the Critics" in a firing line style presentation. The "critics" are still to be determined. |
| Ann Lasko | A designer for VPL will be one of several VPL employees that attend Cyberthon as Jaron's assistants. |
| Brenda Laurel | Is now working with Scott Fisher and has developed an extensive improv piece that ties in with VR. She will be presenting (possibly in conjunction with Kathelin Hoffman) in the mid-night to 8 a.m. slot. |
| Carl Loefler | Of Art Com has volunteered to put together a art and VR show to display at Cyberthon. This is still pending our approval. |
| Mike Miller | Of Aeon Corporation is very interested in showing me his demo and presenting at Cyberthon. He has volunteered to use his own equipment to record Cyberthon in 3D sound. I will be viewing his demo in the near future. |
| Margaret Minsky | Of MIT "Snake Pit" is working with force feedback technology. She plans to come (pending our financing her air and lodging). She would like to speak in conjunction with Max Behensky and use Hard Drivin' to show the capabilities of force feedback. She is also interested in working with Michael Naimark to develop a tactile demo. |
| Marvin Minsky | Has been contacted by Naimark and SBB. He is interested in speaking at Cyberthon. To date he has not returned my phone calls. |
| Michael Naimark | A VR artist is a confirmed player in Cyberthon. His exact demo is still to be determined. |
| Stephanie Sutton | Of WonderBar has submitted a video of her work for our approval. She works in VR and entertainment. |
| Steve Tice | Of SimGraphics is very interested in bringing a system to demo. They use "Visual Reality" technology which includes StereoGraphic's 3D glasses and the flying mouse. They have submitted a video for approval. |

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| John Thomas | Has submitted a video of the Kinesthetic Tutor. He is from Nynex Corporation in the AI Lab. The video looks great! I'm currently trying to make contact with him to establish the stage of development that the Kinesthetic Tutor is in and the possibility of bringing it to Cyberthon. |
| Carl Tollander | Of Autodesk is part of the cyberspace team that will be coming to Cyberthon and bringing multiple systems. |
| Randy Walser | Of Autodesk is in charge of the cyberspace program. He is excited about their involvement in Cyberthon. |
| Elizabeth Wenzel | Of NASA will be bringing a 3D Sound demo to Cyberthon. |